Activity Guide

The Meuse

Overview.

- FlagHouse and Project Adventure have partnered together to create this unique and exciting cooperative challenge activity.
 We're confident that your participants will have a blast with this exciting game!
- The Meuse is a creative and challenging activity that has participants determining the best way to traverse the river using only the planks and blocks provided. Think it through, then try it... then think it again! The planks are moveable, but "island" blocks must stay in their permanent position. If any player or plank touches the ground, the whole team starts again.
- This activity challenges your teamwork, physical skills, and your thinking process as you attempt to move
 your whole team from one side of the Meuse Swamp safely to the other side. It is not always whether you
 finish crossing the Meuse, but rather what was the process and how did you work to solve the problem that
 becomes the educational value.
- Includes eight 4"H foam blocks and four 4'L x 4"W wooden planks. Supports users up to 200 lbs.

What Are the Educational Applications?

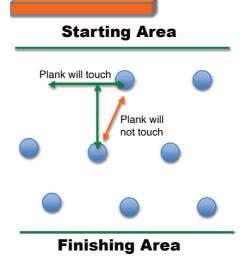
- This activity is a small group challenge that fosters teamwork and group thinking.
- To travel the Meuse, the group must combine their physical skills with group problem solving and cooperation skills.
- The post activity debriefing is an important part of the learning process.

How Can I Use This Product With My Students?

- · Where: On a safe, flat area.
- · Age: Students in Grades 4 through 10.
- Group Size: 6 to 12
- Basic Skills Needed: Teamwork, cooperative skills, balance.

Set Up/Instructions: Before the team arrives, use the diagram below for setting up the swamp area and the islands. The placement of the islands is the key to this initiative and its success. The narrative is very important to setting the scene and the challenge.





The Games/Activities

Activity #1: Crossing the Meuse

- a. Objective: To have the whole team safely cross the Meuse and get to the other side.
- b. NASPE Standards: 1, 2, 3, 4, 5, 6
- c. How to Play:
 - •When the team is set and ready to hear instructions, read them the Meuse Story challenge directly from the sheet. Once the challenge is read, the time will start. No questions will be answered.
 - •The Story of the Meuse: Your team has arrived at the River Meuse and Swamp. It is filled with flesh-eating piranha fish whose existence depends on the availability of food crossing the river. They must eat every 15* minutes and will devour everything *in and on* the river. That gives you 15 minutes to safely cross the river and get your whole team to the other side. If anyone touches the water or a prop touches the water you must ALL start again and you lose one minute of your precious time. Teamwork and process is as important to your success as your physical skills. *The Facilitator/Teacher determines the time allotted based on the skill level of the group. Fifteen minutes is a good average base time frame.

d. Extensions:

- ·Allow a question or two to help the group.
- Give a hint such as, "Who is leading?" or "Does anyone have another idea?"
- •Use four planks to make the challenge easier.
- •To change the thinking process, make the first two rows of island reachable by diagonal planks, but not the last row.

Post-Activity Discussion Questions

- a. How well did your team do?
- b. Were you able to determine a strategy that would help you get across the river?
- c. How did you develop the solution/strategy? Was it one person's idea?
- d. Were you a "leader" or "follower" in this activity?

Safety Issues & Concerns

- Make sure the area is safe and free of items so that if the participants fall they will not get injured.
- Balance is a key issue in the Meuse. Students with balance challenges may need help or support.
- · Moving the "planks" can be a safety issue.

Meets These NASPE Standards

- 1. Demonstrates competency in motor skills and movement patterns needed to perform a variety of physical activities.
- 2. Demonstrates understanding of movement concepts, principles, strategies, and tactics as they apply to the learning and performance of physical activities.
- 3. Participates regularly in physical activity.
- 4. Achieves and maintains a health-enhancing level of physical fitness.
- 5. Exhibits responsible personal and social behavior that respects self and others in physical activity settings.
- 6. Values physical activity for health, enjoyment, challenge, self-expression, and/or social interaction.



Used by permission, Project Adventure, Inc. Cowstails & Cobras II: A Guide to Games, Initiatives, Ropes Courses, & Adventure Curriculum, Karl Rohnke.